

Please replace the paragraph beginning at page 6, line 11, with the following rewritten paragraph:

a3 Figs. 5A, 5B, 5C and 5D are schematic diagrams illustrating a first alternate embodiment of the bonus scheme of Figs. 4A through 4C;

Please replace the paragraph beginning at page 6, line 13, with the following rewritten paragraph:

a4 Figs. 6A and 6B are schematic diagrams illustrating a second alternate embodiment of the bonus scheme of Figs. 4A through 4C;

Please replace the paragraph beginning at page 6, line 15, with the following rewritten paragraph:

a5 Fig. 7 is a schematic diagram of a third alternate embodiment of the bonus scheme of the present invention; and

Please replace the paragraph beginning at page 6, line 17, with the following rewritten paragraph:

a6 Fig. 8 is a front elevation view of a further alternative embodiment of the bonus scheme of the present invention.

Please replace the paragraph beginning at page 9, line 21, with the following rewritten paragraph:

a7 In one preferred embodiment, the display 32 is an LCD which is used to display images, symbols and other indicia including secondary games which represent a bonus game (a secondary game for which a bonus is awarded to the primary game). It should be appreciated that the display window 28 containing reels 30 and display 32 could be combined into one display so that the display 32 provides the reels 30 only in video or virtual form along with the images, symbols and other indicia of the gaming device 10 for both the primary and secondary games (best viewed in Fig. 1B). Furthermore, a plurality of smaller displays could combine to form display 32 used with the present invention.

Please replace the paragraph beginning at page 10, line 9, with the following rewritten paragraph:

a8  
At any time during the primary game, a player may "cash out" and thereby receive a number of coins corresponding to the number of remaining credits by pushing a cash out button 26. When the player "cashes out," the player receives the coins in a coin payout tray 36. The gaming device 10 may employ other payout mechanisms such as credit slips redeemable by a cashier or electronically recordable cards which keep track of the player's credits.

Please replace the paragraph beginning at page 10, line 16, with the following rewritten paragraph:

a9  
With respect to electronics, gaming device 10 preferably includes the electronic configuration generally illustrated in Fig. 2, including a processor 38, a memory device 40 for storing program code or other data, a display 32 or other display device (i.e., a liquid crystal display) and at least one input device such as play button 20. The processor 38 is preferably a microprocessor or microcontroller-based platform which is capable of displaying images, symbols and other indicia such as images of people, characters, places, things and faces of cards. The processor 38 also provides the interaction between the images, symbols and other indicia, generally in cartoon form. The memory device 40 can include random access memory (RAM) 42 for storing event data or other data generated or used during a particular game. The memory device 40 can also include read only memory (ROM) 44 for storing program code which controls the gaming device 10 so that it plays a particular game in accordance with an applicable game scheme and any applicable pay tables.

Please replace the paragraph beginning at page 11, line 9, with the following rewritten paragraph:

a10  
The player preferably uses input devices 33 (comprising play button 20 or arm 18) as illustrated in Fig. 2, to input signals into gaming device 10. Furthermore, it is anticipated that gaming device 10 could include a touch screen 46 and an associated touch screen controller 48 if the game requires input or a selection by the player. Touch screen 46 and touch screen controller 48 are connected to a video controller 50 and processor 38. A player can make decisions and input signals into the gaming device 10 by touching touch screen 46 at the appropriate places. As further illustrated in Fig. 2, the processor 38 can be connected to coin slot 12 or bill acceptor 14. The processor 38 can be programmed to require a player to deposit a certain amount of money in order to start the game.

Please replace the paragraph beginning at page 13, line 14, with the following rewritten paragraph:

a11 If a player achieves a bonus triggering or qualifying condition when playing the primary game, the game or gaming device 10 automatically begins or initiates the bonus round of the present invention as indicated by block 50 in Fig. 3A.

Please replace the paragraph beginning at page 14, line 3, with the following rewritten paragraph:

a12 The gaming device determines whether the player's wager or bet is above a preset or predetermined level as indicated by diamond 54. If the player's bet is above the predetermined or preset level, the game provides the player with a maximum number of player picks as indicated by block 56. If the player's bet in the primary game is below the preset level, the gaming scheme provides the player with a minimum number of player picks as indicated by block 58. In a preferred embodiment having fifty-four selections, if the player's bet is above the preset level, the gaming scheme provides the player with seven player picks, otherwise the player is provided with six picks. In this embodiment, to obtain the jackpot, a player must select seven award symbols as discussed below. Thus, in the preferred embodiment of the present invention, to have an opportunity to win the jackpot, the player must make a wager above the preset limit to obtain a sufficient number of picks to win the large award.

Please replace the paragraph beginning at page 18, line 10, with the following rewritten paragraph:

a13 If the player did not select a modifier symbol, the game determines whether this is the player's last pick as indicated by diamond 86. If this is not the player's last pick, the game prompts the player to make the selection as indicated by block 60 and the game continues. If this is the player's last pick, the game terminates the bonus round as indicated by block 88. It is anticipated that one embodiment of the bonus rounds skips the decision indicated by diamond 80. In that embodiment, if the player did not select the award or credit symbols, then the player could only have selected a modifier symbol and the game functionally provides the modifier.

Please replace the paragraph beginning at page 18, line 20, with the following rewritten paragraph:

a14 The bonus scheme of the present invention offers a heightened level of excitement to players because the player does not know what is hidden by each selection and the player preferably has an opportunity to win a large jackpot such as

A14  
(cont)

\$1,000,000. When the player chooses a selection, the player is faced with several possible outcomes: (i) the player could earn credits; (ii) the player could select an award symbol which accumulates towards the winning combination (and which preferably provides the player with additional credits); or (iii) could obtain a modifier symbol such as an extra pick or multiplier of the credits that the player earns in the bonus round.

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Please replace the paragraph beginning at page 19, line 18, with the following rewritten paragraph:

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A15

In this embodiment, the selection display 100 exhibits a plurality of selections 102 (seven total selections are displayed), displaying the plurality of selections in a linear manner, that is the squares are set forth in a line as illustrated in Fig. 4A. It should be appreciated that other manners of displaying the selections 102 are contemplated, including displaying the plurality of selections 102 in a grid, a circle, a pyramid, etc.

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Please replace the paragraph beginning at page 20, line 3, with the following rewritten paragraph:

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A16

The purpose of the game is to provide the player with an opportunity to win a large award bonus. The game awards the player the large award bonus if the player selects the symbols 104 that make up the predetermined winning combination of symbols. The game determines the number of picks or selections available to the player based on the player's bet in the primary game. The game determines if the player met or exceeded the predetermined or preset limit (e.g., the maximum bet) in the primary round. If the player met or exceeded the predetermined limit, the game provides the player the maximum number of picks, if not, the game provides the player a minimum number of picks. For example, in one embodiment the game provides seven total selections 102 in a linear manner and includes four maximum picks (with three minimum picks) and a winning combination of three, twenty credit symbols. It should be appreciated that other manners of displaying the selections 102 (including displaying the plurality of selections 102 in a grid, a circle, a pyramid, etc.) and different combination of maximum and minimum picks (for example 6 maximum picks and 4 minimum picks) are contemplated. It should also be appreciated that different winning combinations (for example three 10 credit symbols 104 or other related symbols) are contemplated.

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Please replace the paragraph beginning at page 21, line 1, with the following rewritten paragraph:

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A17

In one embodiment, game 10 (see Fig. 1B) displays the seven selections 102 as illustrated in Figs. 4A through 4C. The game determines that the player exceeded the predetermined limit in the primary game, awards the player with the maximum number

a17  
(Cont.) of player picks 98 (i.e., 4) for the bonus game and displays that number of picks in the pick display 96 as illustrated in Fig. 4A.

Please replace the paragraph beginning at page 21, line 16, with the following rewritten paragraph:

a18 The winning combination for this embodiment is three, twenty credits symbols as provided previously. Since the player did not select the winning combination, the game does not provide the large award to the player. Rather, the game makes the current credits the final total, and awards the final total to the player, terminating the bonus game.

Please replace the paragraph beginning at page 22, line 21, with the following rewritten paragraph:

a19 The player makes another selection reducing the player picks to 0. This selection 102 reveals the symbol associated with such selection, here twenty credits as illustrated in Fig. 5D. It should be appreciated that the credit total does not increase by twenty (i.e., equal to the current selection), rather the total increases by two hundred due to the previously selected X10 modifier 106 although the modifier may be applied in any suitable manner as desired by the implementor.

Please amend the Abstract beginning at page 31, line 1 as follows:

a20 The present invention relates to a gaming device having a multiple selection large award bonus scheme. The gaming device includes a plurality of selections, a plurality of credit symbols associated with said selections, a plurality of awards symbols associated with selections, a winning combination of award symbols and a display device connected to the controller and adapted to display the selections, credit symbols and award symbols. A player is awarded credits when the player selects a selection having an associated credit symbol. The player accumulates award symbols when the player selects a selection associated with an award symbol. The player wins a preferably large award when the player accumulates said winning combination of award symbols. Preferably, the number of player selections is determined based on the player's wager in the primary game wherein the player obtains a specified number of player selections which are necessary to achieve the winning combination and thereby win a large award or jackpot.